

ADVENTURE PROBE

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*** HALL OF FAME ***

My grateful thanks to the following readers for sending in contributions over the last month.

Jim O'Keefe, Jenny Wheeler, The Grue, John R. Barnsley, Allan Phillips, Chris Hester, Allan Batchellor, Paul Sawyer, Pete Gerrard, Sharon Lowndes, Paul Brunyee, B.R.Pell, Doreen Bardon, Walter Pooley, Neil Talbott, Graham Collier, Dave Perry, John Wilson, Claus Nygaard, Pat Winstanley, Sandra Sharkey, Keith Campbell, Paul Copeland, Antony Baxter and Maurice Edwards.

The lovely cover picture this month is by Allan Batchellor who also kindly provided the lovely sketch of Sherlock.

Welcome to Vol II Issue 6 of Adventure Probe.

Firstly I must thank all of you who wrote to me to give me your best wishes, support, ideas and inspiration. I have never had so many wonderful letters and I just wish that I could publish all of them in the letters pages but there were so many that it would need two whole issues of Probe!

With this issue Probe enters its third year and I thought that a little competition would be a nice way of celebrating. Also in this issue is the first of the promised questionnaires compiled by Paul Brunyee. I hope you will take a few moments to fill it out and send it in so that Paul can get to work on the results, he has worked very hard on this so let's give him a good response.

You will notice that Probe has grown slightly this month with an extra four pages. Please keep on sending in your lovely contributions, which are needed for all sections of the magazine, and perhaps Probe will be fatter next month also.

There seem to be, once again, a number of letters from irate readers who have sent off for adventures and have been met with silence. This kind of treatment makes my blood boil! When will this small group of software houses who are spoiling things for the many really reliable firms, realise their customers must be treated with respect, after all, without customers they would be out of business like a shot. If there is some kind of problem with an order and this can of course happen, it is only good manners to write and inform the customer of the delay. Let's hope they soon start getting their act together and begin to show a little common courtesy.

A few days ago an adventure magazine popped through the letter box and I dropped everything to settle down for a good read but unfortunately it was all in Danish! I tried very hard to understand what it was all about with the aid of a little sheet which came with it and explained some of the main features. I didn't make much headway but it did make me curious to know what was happening on the adventure front in other places. This inspired me to don my "Interviewer's Cap" and do a little investigation. Over the next few issues I will let you know some of the interesting facts I discovered. Keith Campbell of the Adventure Helpline in Computer and Video Games magazine also kindly consented to an interview and I will be telling you all about that very soon.

Please keep on sending in your lovely letters, they are a real pleasure to read and brighten up each and every day. I sincerely hope that you enjoy this issue of Adventure Probe and find it a little easier to read than the last issue - I do apologise for the quality of the print but hope I have found a satisfactory solution now.

For all who wrote to say that they would like to see a Golden Oldies section watch out for the next issue!

See you all again next month

Mandy

REVIEWS

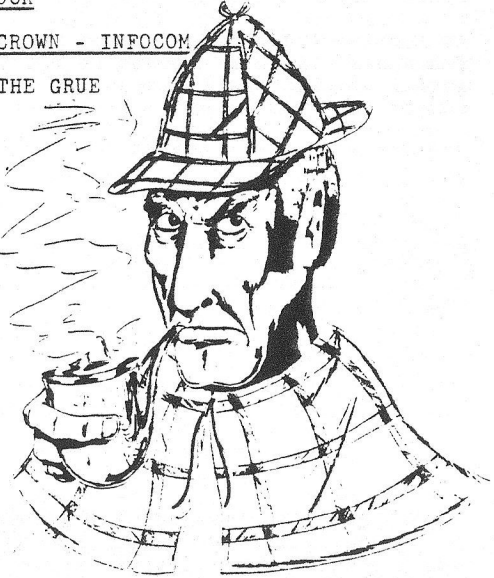
SHERLOCK

THE RIDDLE OF THE CROWN - INFOCOM

Reviewer - THE GRUE

Standing outside 221B Baker Street, you have come in response to an urgent summons from your old Land-lady, Mrs. Hudson. As the damp fog swirls around, you huddle into your coat and shiver in the predawn chill.

So begins Sherlock, The Riddle Of The Crown Jewels, a game which sends you into the pea soup atmosphere of Victorian London. For some time now the capital has been bustling with preparations for the Queens Golden Jubilee. Sightseers and vendors fill the streets awaiting the Royal procession through the City of London, with Queen Victoria, resplendent in the Crown Jewels.



Just as you'd expected though, the crown jewels have been stolen from the Tower Of London. With only 48 hours to solve the crime the Prime Minister calls on Sherlock, but riddles left at the scene of the crime include a direct challenge to Holmes. He suspects that the theft is really a deadly trap for him, so to avoid this he turns the investigation over to you - Dr. Watson.

With Holmes to help you, solve the riddles and piece together the mystery.

You criss-cross London from Trafalgar Square to Westminster Abbey, from Madame Tussaud's to the Tower itself. Then finally face to face with the evil Professor Moriarty, where one false move will bring disaster to you, Holmes and the British Empire!

Sherlock is the first in a new series called "Imortal Legends" and has taken over a year in the making. Although Sherlock Holmes does not appeal to me, the game is very easy to get into and very enjoyable. The only drawback I feel is that the game is really produced for the American market as most of the answers to the riddles are for us, mostly common knowledge. Whereas our American adventurers may have to search around the game looking for the right statue or plaque for the answer.

As per usual the packaging is superb and includes an authentic map of Victorian London and a reproduction of a London newspaper from that time. Also a distinctive keyring with the unmistakable silhouettes of the master detective and his companion.

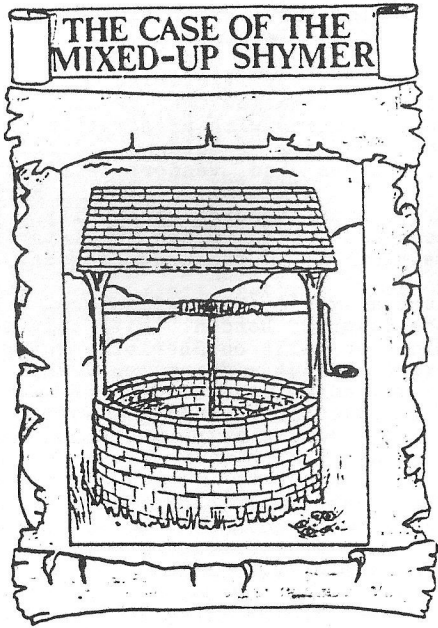
In a recent poll Infocom asked its players to vote on what historical/fictional characters would be good subjects for future games. Sherlock Holmes was the overwhelming winner, although it's just a coincidence that they were working on Sherlock at the time. Others topping the list were, Steve Meretzky, Dave Lebling, J.R.R.Tolkien, Ernest Hemmingway, C.S.Lewis and Brian Moriarty.

As for Sherlock it does stand up very well as detective games go but for a real piece of sleuthom try Suspect, still the best detective game I've played. At least after playing Sherlock Infocom style I can now forget about that nightmare which Melbourne House produced.



THE CASE OF THE MIXED-UP SHYMER
Atlas Adventure Software - Price £1.99 to £4.25.

Written by Sandra Sharkey with the GAC, this adventure casts you in the role of Sherlock's secretary Shirley Combes. Responding to a phone call when Sherlock is away on business, you are told that recent riots by nursery school children are the result of all the nursery rhymes getting mixed up on the Isle of Nursree. I know riots are on the increase, but rioting nursery school children?! The mind boggles. However, it's your job to go to the Isle Of Nursree and sort the little devils out. In fact the only way to do this is to restore each nursery rhyme, one by one. You leave immediately with your siamese cat (Doc Wat San) and set sail for the Isle, but after two days and nights you are caught by a strong current and crash against some rocks by a small island. Unhurt, you manage to swim ashore, but where's your cat? It must have learned to swim!



The objectives of the game are fourfold. First, put right all the rhymes on the isle, find your cat, repair your crashed boat and leave the isle! You'll need to explore a lot and thankfully many locations are immediately accessible to the player. These include a villate, a market and many different locations such as a corn field and a castle. To add to the interest, there are many characters that you will meet as you explore around and these are crucial to completing the game. It is fun just to find these as each character is behaving out of place with a particular nursery rhyme and you'll have to have a good think back to any rhymes you can remember when you were young! For instance, in a sheep pen you find Baa Baa White Sheep - shouldn't

he be black? Then there's Humpty Dumpty who delights in defying the old rhyme about him - he can fall off his wall and bounce back up again intact due to a springy mattress!

To assist your task, there are plenty of objects to find and use, which is good. Some are hidden though, and can only be found by either helping certain characters or by looking UNDER other objects perhaps. Most rhymes suggest an easy solution, though you can't always get the object you need! Experimentation is an essential ingredient in solving the puzzles. At the edge of a cornfield sits Little Miss Muffet eating her curds and whey. If you don't stop her eating soon, she'll explode. Remember the rhyme? a spider came down and frightened her away, didn't it? So find a spider and do something! At first I tried GIVE SPIDER TO MISS MUFFET, but she was too busy eating to take notice. So I tried PUT SPIDER IN BOWL. That'll stop her, I thought. But no! I even sprinkled some salt from a cellar into the bowl (forgetting the rhyme) to see if she stopped! In the end, with a little help from a certain Welsh Editor I realised I was setting my sights a little low! Tree-mendously so!!

I must confess that I like 'Shymer' a lot. There are no graphics, but I never felt as if it needed them and the text is always good. The locations are quite varied and fun to explore and there are some interesting objects to pick up as well. Speaking of wells, I'm stuck at the top of one, but I get a ropey feeling there may be a clue on the artwork that comes with the package! Just when I had scored 50 out of 100, that nasty Little Tommy Thin goes and drops my cat down the well! Well I never! (groan,groan.)

There's only an odd quibble I found with the game. At the auctions there are five little piggies and I was stuck for a bit trying to interact with them via the vocabulary. You have to type EXAMINE ONE to FIVE as EXAMINE LITTLE PIG ONE resulted in the question 'which one? of the pigs, a mite confusing.

Otherwise, 'Shymer' represents excellent value for money and the accompanying instructions are clear and informative, even giving a list of useful verbs and hints about the use of objects. You can even send for a Hint Sheet from Sandra Sharkey herself. Best of all though, is that you can actually get somewhere in this game before resorting to a complete solution or Hint Sheet. It's pretty easy, but not a walk-over. I got a lot more out of it than, say, Hitchhiker's Guide to the Galaxy from Infocom, which cost me £24.95 and was far too hard! So, if you like a solvable adventure, check out 'Shymer' ... it's good!

Reviewer - Christopher Hester - Commodore 64

The Case Of The Mixed-Up Shymer is available for Commodore and Spectrum from Atlas Adventure Software, 24 Maes y Cwm, Llandudno Gwynedd. LL30 1JE.

The Amstrad version is available from Sandra Sharkey, 78 Merton Road Highfield, Wigan. WN3 6AT.



*** A DEFINITION OF ADVENTURING ***

by Paul Sawyer



It's like trying to knit spaghetti in the dark with boxing gloves on!

Reviewer - Allan L. Phillips on Spectrum 48K



This is a Paved two part adventure with a quilled introduction (more about the introduction later). These two people who are Mystic Software already have one game out called "Red Lion" though I have not played Red Lion yet! Chris Ward does the programming and selling while Hugh Steed does the writing. They may be still at school at the moment but they could teach some big programmers a thing or two about using the PAW system. The storyline goes as follows: The vegetable nation wants to take over the World. (Oh no, not another "I want to rule the World and you must stop me" ploy) But wait, this game is good - in fact very good.

You have been chosen (I didn't ask to be honest!(to help the humans combat these nasty green things (I normally leave them on the side of my plate - Oh well). You start in your little ole flat in the bedroom, where a few good searches should reap some reward. Right, off you go - don't forget to search the living room, and what's this, an envelope for little ole you. Oh look! A super spy mac as well - must get that!

There are three areas in the world you live in. Part one plus an 11th century area?! In part two there are only two areas. The objective in part one is to find all that you will need for part two and get to the vegetable nation safely.

I found part one quite taxing at times and the puzzles reminded me somewhat of 'Rigels Revenge' though I am not knocking Mystic for that! It makes a change for the writer of these games to think of the adventure player, but Mystic has really given thought, a good feel to the game and have playtested it very well (although my first tape didn't load they exchanged within two weeks and sent an apology from Chris Ward - take note other companies) The introduction sets the scene very well although then you have to reset and load part one.

In part one, one thing that is very hard to find is a nail which you do need and the location where it is has no mention of the thing to search. So I will tell (sorry Chris!) In the 11th Century, south from the skeleton, search pavement (mind you the text does say 'Paved Road')

Part two is a darn sight easier than part one. The humour is quite good though it didn't make me laugh out loud, but then, saving the human race is a serious business. (By the way, look out for Dr. Who! - Where?)

Altogether an excellent game, no graphics (Yippee!), Parser is very flexible - shame no big boy has snapped it up! Still, it keeps the price down to £3.00. Oh yes, and look out for the cryptic clues.

FUTURE TENSE is available from Mystic Software, 67 Ferngleen Park, Galliagh, Derry, N. Ireland. BT48 8LF



*** BORDER ZONE - INFOCOM ***



Reviewer - THE GRUE

Prices vary according to machine so shop around for the best value.

When you're a spy trapped behind the iron curtain, timing is crucial. Moments lost or precautions not taken result in arrest, exposure ... or even worse.

In Border Zone, Infocom's first spy story, the story begins on the train to Litzenburg, a country town just outside the Iron Border. In the border town of Ostnitz, huge crowds are gathering for the Constitution Day festivities. The honoured guest is the American Ambassador who led the Allied Forces during the liberation of Litzenburg in 1945.

The assassination of such a beloved hero would severely undermine the Litzenburgers, destabilizing this key neutral territory. But just such a plan is underway.

The game is played in three chapters and you will play the part of a different major character in each. In chapter one you are traveling through Frobnia on business when an injured American spy asks you to deliver a top-secret document to a contact at the railway station at the border. To do this you must not arouse any suspicion on the train or station.

In chapter two you become the American spy who jumped from the train earlier. You find yourself in the wintery forest near the border, wounded and with search dogs snapping at your heels. This is undoubtedly the best of the three chapters and after you tended to your wounds and put some warmer clothes on, the tension as you try to cross the border fence is excellent.

Chapter three is a bit of an anti-climax, you're now the Soviet spy arriving shortly before the Ambassador's address to the crowds gathering in Ostnitz Square and with the American spy close on your trail. You have the crucial task of stopping the assassination and with the best ending to suit everyone concerned.

Border Zone contains on-screen hints (Ugh!) also the surveyor's guide map of the border. A National Railway Matchbook, a business card from Ostnitz and best of all, the "I am Frobnia" Tourist Guide and Phrase book. The latter is very useful if you've just been garrotted and need to ask someone for help?!

All in all an enjoyable game but each part is too short and why did they bother putting on-screen hints? Even a Grue could have finished this before you could say "Robinson Gruesoe!"



The very first review I ever wrote for PROBE (back in the days when men were men and mammoths roamed the earth) was of a game called THE HAMMER OF GRIMMOLD which was written by a small concern called RIVER ADVENTURES (a.k.a. Jack Lockerby and Roger Betts). That game was also my first introduction to "homegrown" adventures, and I remember being deeply puzzled as to why such an enjoyable and cheap game had not been picked up by one of the budget houses.

Well, a lot of "You are dead" messages have come up on my T.V. screen since then, but I remain as perplexed as ever as to why so much really good "homegrown" stuff gets totally ignored by the powers-that-be ... especially when those same powers (like Alternative, for example) are willing to publish rubbish like STAR WRECK and LIFE TERM! It defies logic!

However, what is even more disturbing is the apparent apathy of you lot out there ... the (so-called) adventure enthusiasts who steadfastly refuse to support the "homegrown" producer in any way, shape or form! Are you all really so sheep-like that it is essential to have Keith Campbell or the White Wizard (or someone of similar ilk) tell you that a game is good before you'll go out and buy it? Are you all really so hard up that you can't afford to take a chance on totally wasting two quid by buying a game mail order? Would you all really prefer to buy something as bugged as TEMPLE OF TERROR (or as unfinished as MASTERS OF THE UNIVERSE) when, for almost the same price, you could have all three of DOUBLE AGENT, THE JADE STONE and DUSK OVER ELFINOTON? That's three superb "homegrown" adventures for the price of one mediocre commercial game! How much more of a bargain could you possibly ask for??

Happily (for the likes of me), the independents continue to produce their wares despite the overwhelming non-response on the part of the majority of you ... and they will continue to produce them because they love to do so ... and because they care about the hobby of adventure-games playing ... and because they know they do it better than most others do! And I am grateful that they do continue to produce them since I have thus been privileged to play some great little games, at very low cost, and enjoyed myself thoroughly in the process! For those of you who can't be bothered to explore the wealth of "homegrown" software available, I feel only sadness and pity. You are missing out on some truly memorable experiences! However, judging by the present state of the commercial market, you are probably getting exactly the kind of adventures you deserve!

Realm Of Darkness

This is a straightforward "hunt-the-treasures" adventure. There are five treasures to find, after which the game may be brought to an end, but, in order to score maximum points, you will need to discover eight other "valuables" as well. The game is text-only, written with the PAW and boasts the usual, neat and tidy style of presentation shared by all Jack Lockerby's product. RAMSAVE/LOAD is supported and a list of useful commands is provided. In addition, there is a list of help hints which are coded to prevent you reading more than you want to know, and which tend to steer you in the right direction rather than give away the entire solution to a particular problem (be careful though ... some of the help is very oblique indeed!).

The game is played over an extensive area, so you'll need a lot of mapping paper. The puzzles and problems extend over an equally wide range ... simple, difficult, natural and magical ... a good mix! In some places, two sections of the map are joined by a few dark locations which you can (thankfully) pass through unharmed (as long as you can work out the correct route ... not too difficult I think), but you just know that those locations contain vital clues and/or items without which you simply will not be successful in your quest. So, the hunt is on for a source of light which will reveal the mysteries hidden in these black corners ... but will such a source be easy to find ... no chance!! It could take you a long time with a lot of exploration and puzzle-solving before you finally stumble upon the item you need ... but will you recognise it as a source of light when you see it? Only you can say! However, make a careful note of where all those dark locations are because you will have to return to each and every one of them before you are done.

One interesting feature which has been incorporated into the game is a tea chest which behaves in a similar manner to the Packing Crate in DUNGEON ADVENTURE. You will remember that it was possible to climb inside the Packing Crate and discover the location where you had to deposit your treasures when you found them. It was also possible to store a huge number of objects inside the Packing Crate and then carry the Crate around with you ... effectively giving you a possible Inventory as long as your arm! Well, the tea chest in this game is even more versatile. You can use it to carry large numbers of objects around in ... you can also climb inside it and then out again to find yourself in a location almost adjacent to where the treasures have to be deposited ... and you can also, because it takes you to locations which are accessible from elsewhere in the adventure rather than locations which exist purely inside the chest, use it as a quick form of transportation. It's a very clever little feature and, so Jack tells me, took only three lines with the PAW to program!! I wonder if the Level 9 code for the Packing Crate was quite so economical?

If I was to level any criticism at this adventure it would have to be for the very precise inputs it requires from you at certain times. For instance, you must "SWITCH ON SCREEN" and "LOOK AT SCREEN" if you are to get any useful information out of the Computer ... no other commands will do. Oh yes! ... don't forget to "LOOK OUT TO SEA" and, for Gods sake, "ASK PERCY THROWER"! As a final tip ... hold on to your Knife for just as long as you can ... you'll be amazed how useful it is!

Matchmaker

This is a fairly lighthearted game ... conceived at around the time of Andrew and Fergie's wedding and written pretty quickly in a sudden burst of inspiration. You take the role of an apprentice matchmaker with one final test to complete before graduating at the head of your class. You need to simply get the Prince and the Princess to the church ... the Prince must be carrying a wedding ring ... the Princess must be dressed in a bridal gown and carrying a bouquet ... and the two must be accompanied by a Page dressed in a sailors suit! What could be easier? Well, getting Concorde airborne on an eggcupfull of petrol might be, for a start!!

Once again, all the expected features are used in this adventure ... colourful screen presentation, clearly readable character set, coded help messages, extensive use of examine commands, red herrings, garden paths and cul-de-sacs (which the author happily leads you up ... and then abandons you ... totally stranded!). It is also necessary to "TALK TO" the large number of characters which populate the game. Some, like the Prince himself, are less than co-operative ... others have

help to offer but, of course, they require something from you in return ... and, as usual, the item they require is just the other side of the problem you can't quite solve as yet!

There does however appear to be a slight hiccup in the game (in my version anyway). I started the game with a Sailors Suit in my possession only to find that later in the game there is a whole sequence involving applying for, and getting, a chargecard in order to purchase a Sailor Suit ... after which I still had just the one Sailor Suit! Somehow I doubt that the Sailor Suit I had at the beginning of the game was supposed to be there ... but it is just a slight hiccup which (knowing Jack's previous record) will NOT be in the version you get from him ... he tends to fix these things rapidly!

REALM OF DARKNESS and MATCHMAKER are not the very best of Jack Lockerby's adventures. In some respects I liked them a lot less than a few of the other titles. I think that by not being totally serious games but not being totally humorous ones either, they have tended to fall between the two stools, so to speak, and therefore disappoint from both viewpoints. However, they are very well put together, very entertaining, at times frustrating, fairly puzzling and terrific value for money. Anyone even slightly familiar with the Lockerby style will not need any encouragement to try out these two titles.

Further good news from down Canterbury way, is that Jack has now finished his 128k text-only detective mystery game "MURDER, HE SAID" and it is presently being playtested. It should be available very soon now. In addition, Jack has reached an advanced stage with a new 48k game called "THE ENCHANTED COTTAGE". All this gives me reason to look forward to a very entertaining summer indeed. Stay tuned to PROBE for more news of these games ... now, where can I find a 128k machine to borrow??!

Reviewer - Jim O'Keefe - Spectrum

J. A. Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL.

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*** SEEK AND YE SHALL FIND! ***

by John R. Barnsley.

Have you ever come across a particular object or creature during an adventure and wondered just what it was you were about to use or slay? Often it is obvious by its use or action, and in other cases it is pure fantasy on the part of the writer. However, many of our adventure ingredients were actually 'real' objects and had a specific purpose.

Many is the time that I have stopped during play to seek more about a particular object or creature that I have encountered or found and what follows is a selection of some of my findings.

Sometimes the actual spelling of an object will give a useful clue as to its use in your adventure so just stop and think a little before you try and apply it to any of the problems you come across!

OBJECTS

TOUCHSTONE - (Found in Robin of Sherwood) This was originally an Asian 'Lydian' stone of blackish siliceous consistency and was used for testing gold or silver by a process known as 'streaking', that is to rub (or touch) the silver/gold with the stone, any doubts about its purity would apparently show up in the streaking (or touching). Pure gold/silver of course, would be unaffected.

LUR - (Found in Lords Of Time) This instrument was usually referred to as a LURE and is a long curved Bronze Age trumpet of Viking origin. It is still used in modern Scandinavian countries for summoning cattle in the farmlands.

GRIMOIRE - (Found in Price Of Magik) This is pronounced 'Groom War' and was a magician's book which he used to call up the spirits.

SURPLICE - (Found in Token Of Ghall) This is a religious item of clothing, made of white linen and known as a 'vestment'. It was worn over a cassock by monks and the like, but only in specific religious ceremonies. It is believed to be of Latin origin.

GRAIL - (Found in Quest For ...) This item, according to Medieval legend, was a platter or cup which Christ used at the Last Supper and in which Joseph Of Arimathaea supposedly received Christ's blood at the cross. Furthermore, it was he, again according to legend, who brought it here to Glastonbury where it was to be buried alongside King Arthur, eventually in Avelon!

(The name Grail is a corruption of either the words SANG REAL (True Blood) or SAN GREAL (Sainted Cup or Chalice). The experts seem unsure which phrase it is derived from Mandy)

DULCIMER - (Found in Red Moon) This was the earliest prototype of the piano. It had strings of graduated length and was struck with hand held hammers in much the same way as a xylophone.

VALISE - (Found in Buggy) This had me puzzled for some time but eventually it transpired that this is simply an American name for a type of hand-held travelling bag!

VALERIAN - (Found in Lords Of Time) This is an herbaceous plant which is sometimes used as a curing drug and is said to be favoured by cats. How come they didn't use it in St.Bride's?!

SHEARLEGS - (Found in Pen And The Dark) An assembled mechanical structure used to aid lifting on a level plane. Usually three legs of equal length, joined and hinged at the top, or apex, and spread and braced at the base. A Pulley is attached to the top and threaded by rope or wire hawser. By pulling from below the pulley you can thus raise heavy objects from your level and load them into a convenient container or onto transport.

LYRE - (Found in Heroes of Karn/Labours of Hercules) This is a harp-like musical instrument with the strings supported by two symmetrically curved animal horns. It was originally used to accompany poetry in ancient times.

QUICKIES

DUBLOON - Spanish gold coin

PAINTER - Rope which is attached to the bow of a boat for making it fast to a ship or bollard.

BESOM - Broom made from twigs.

ALBION - Medieval sword.

HALBERD - Combined spear and battleaxe.

ANKH - Not so much an object as a symbol, that of eternal life according to the Egyptians.

CONY - Type of rabbit.

CORONA - Small coloured circle of light around sun or moon - hence the name Corona Coat in Kayleth which gives a clue to its use.

MISSIVE - Usually an official letter from a superior.

TOME - A thick and unusually heavy book.

RETICULE - A small drawstring bag, originally of net, and attached to a lady's wrist.

FAUCET - American name for a tapped valve.

CREATURES

DJINN (Or Jin) - This is a collective name for a group of spirits of Mohammedan mythology. Legend has it that they are formed of fire and lived chiefly on the Mountains Of Kaf, which were said to encircle the Earth. They assumed various shapes and sizes including that of enormous and hideous men! The word we know as Genie is supposed to be a corruption of this origin.

BASILISK - Another legendary creature, a reptile hatched by a serpent from a cock's egg! It's breath and glance were said to be fatal to man.

SIREN - This has its origins in Greece. They were usually in groups and said to be in the form of a woman or a bird with a woman's head. They lived on rocky isles and lured seafarers to their deaths by their singing - hence the need to cover or plug your ears when you encounter them!

QUICKIES

SOOTHSAYER - Old name for a fortune teller.

NECROMANCER - Similar to a soothsayer but communicates with the dead before making a prediction.

CHIMERA - A fire breathing monster with lion's head, goats body and serpents tail.

MINOTAUR - A bull like monster which is usually confined within a labyrinth.

HARPIE - (The word means snatcher) This was a spirit of the wind in the form of a monster with a womans face and body and birds wings and claws.

PLACES

GAZEBO - In many forms, but basically it is a small, usually open and rounded pavillion in a garden used as a summer house or similar.

BARROW - A Prehistoric grave mound or mass burial chamber. Each barrow is said to be permanently guarded from within by a Wight which is a supernatural guardian of the souls of the dead - hence the name Barrow Wight or Barrowwight.

CAIRN - A rough pyramid of loose stones which served as either memorial or landmark or both. Originally used to 'bury' the battlefield dead.

MAELSTROM - A great whirlpool.

NICHE - A small recess in a wall or chamber usually containing a figure or other form of idol or statuette.

WADI - A rocky ravine or watercourse which is usually dry except in the rainy season.

SARCOPHAGUS - Technically a simple stone coffin with decorated panels, but the word is also used, wrongly, to describe a tomb!

There are many more of these strange objects hidden away in many of our adventures and it can be quite surprising to find out exactly what you have come across when you read up on it! Of course, there is no substitute for our imagination!!!

(Thank you very much John, I found that quite fascinating and it also put me straight on a few misconceptions. I wonder if any other readers have come across similar obscure objects or creatures and would like to share them with us? (Mandy)

AMAZING by B.R.Pell.

Yes I've gone and entered yet another dreadful maze,
Everyone seems to write them, they seem to be something of a craze.
No matter which way I turn, all points of the compass,
I just keep coming back, they always seem to make a fuss.
This place looks familiar, I'm sure I've been this way before,
How many times? Perhaps twice or probably more!
A sun-bleached skeleton lies sprawled on the ground.
Is he the poor soul who made this maze and the exit couldn't be found?
I lay a trail of objects to assist me along the twisted path,
Is this an imagination of a mad man's aftermath?

Each wall looks the same, a clone of the one before,
Except for a different opening and a different door.
Round and round until I'm dizzy in this tangled web,
Trying to remember, thoughts swimming in my head.
Mapping a route is near impossible. Oh where's the nearest exit?
Scale a wall to have a look if only I had an adventure kit.

Eeny meeny miney mo which way shall I go? Will it be east or west?
Oh I am getting very depressed.
Reflections on my face show my doom and gloom,
As I wearily tramp to yet another room.
Why oh why am I put through so much torture?
Looking for an unknown gold
What secret fortunes does this gruelling maze hold?
Unsuspected or volunteer cast into the depths of despair,
Following those dreams of castles in the air.



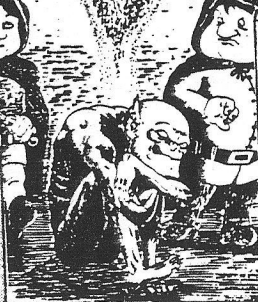
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More Characters In Adventures
=====

Why is it that so many adventure writers insist on populating their games with impersonations of characters out of *The Hobbit*? I've lost count of the number of spoofs that I've seen of that particular game, and not one of them manages to stick in the mind as being startlingly original or is remembered with any sort of affection. Many readers will probably disagree and will write to Mandy in droves, but I much prefer seeing games and characters that are ORIGINAL.

We may laugh at watching Phil Cool perform his splendid impersonation of Rolf Harris or Billy Connolly, but seeing someone called Grandelf in a game is merely a poor substitute for the legendary Gandalf. *Bored of the Rings* (the book, that is) said it all, there is no need for people to go on producing endless variations on the same theme. If you can't think of something original then you shouldn't be writing adventures.

Having said all that, I would love to write an adventure featuring Floyd the robot, the wonderful android from Infocom's *Planetfall* and *Stationfall*. Floyd the droid is an inspired piece of character creation, and like all good characters he comes equipped with his own catchphrase: "Floyd here now!" he shouts, as he barges into the room and nearly knocks you flying. Indeed, he seems much more realistic than the poor sap who is playing the adventure, i.e. you, because I got no real feel for my own character at all. Floyd, on the other hand, makes it all worth while.

The writers of the original adventure game tried to give some of their characters a personality by including lots of messages for each character. For instance, when trying to get past the troll bridge for the first time, many players will attempt to throw the axe at the troll. The response is something like: "The troll catches the axe and examines it carefully before throwing it back to you. 'Nice workmanship' he says, 'but not very valuable'." There we have not only a clue to the manner in which you must get past the troll (throwing him a treasure) but also a slice of his character as he gives the axe a careful scrutiny before throwing it back again.

This is where something like STAC on the Atari ST will come in very useful, for 300K to play with means that you can get an awful lot of messages for each character that the player will encounter. Static characters, that is ones that remain in one location and don't follow you around, are perhaps the easiest of all for the programmer. Making them original, however, is still a problem.

Such characters can have all sorts of prompts and messages being displayed, telling the player what they're doing, what they look like, what they're thinking, and so on. You could have a happy hippy troll listening to Steve Hillage tapes on his Sony Walkman, clicking his fingers and staring about him with a glazed expression. Perhaps you need to give him some fresh batteries for his Walkman, I don't know. The second time the player visits him he could have taken up breakdancing because he's put the wrong tape in, or he could be a dreadlocks troll with his shades on listening to Bob Marley tapes with his woolly hat bobbing up and down as he dances to an audible reggae beat. Simple ways of adding new life to an old situation.

Dwarfs, like our very own Dimli Gloing, can be made to stand out from the crowd by giving them an immense liking for beer. Notice that in all the stories Dimli never gets drunk. That would be quite wrong, and totally out of character. He might like

the stuff, and in an adventure game you could have a wonderful time with him constantly imploring you to take him to the pub (but not sitting down and singing about beer) and getting all huffy when you won't let him have a pint. But hands off, he's my character, and he goes in our adventures! Myself and Sandra, ex-editor, who is so far this year losing 3-3 in our annual pool marathon - just thought I'd slip that in - are working on a series of games.

Wizards, again like our own Strombrigner the Grey, can be made different by making them totally, but happily, inept. Once again though, notice that in all the tales of Strombrigner and Dimli he might get his spells wrong the first time, but everything sorts itself out in the end and he never causes any lasting harm to anyone other than the baddies. Well, he might damage his pride and cause grief to the leader of the wizards, Windbreaker, but that's about all. You might be seeing Strombrigner in a game shortly, we'll keep you posted.

Astute readers who have read the tale of the trough will have discovered a new character creeping into the tales. And no, I don't mean Mandy! I mean the rabbit, or wabbit, as he would pronounce it. The wabbit is based loosely on a person I know, and the first thing I heard him say was on a rainy day when he said "I hate this dweadful dweawy dwizzle". I am not making fun of people who have the unfortunate impediment of being unable to pronounce the letter 'r', any more than I'm getting at anyone who is dyslexic by having a wizard called Strombrigner. As the tales progress you will see that the wabbit has a very important role to play, and is a most powerful and influential figure. For some reason Mandy seems to think that, in our adventure, Sandra and I are going to kill him off. I can't begin to imagine what would make her think that, since we're already planning a follow-up. This is to be called Windbreaker's Wabbit II - The Sequel!, so draw your own conclusions ...

And there we have three things that give each of these characters a more realistic flavour: Dimli likes his ale (can't think who he's based on ...), Strombrigner is inept, and the rabbit cannot pronounce the letter 'r'. This is brought to the fore in the adventure, with special messages for each character depending on the situation. A player might instruct the rabbit to climb a tree, in which case he'd get something like "Don't be widiculous. I'm a wabbit, I can't climb twees." The player might ask Strombrigner to catch something fragile as it plummets to the ground, and if he tried that then whatever it was would be more than likely to fall apart in his hands.

So, as with Floyd, we use simple, short messages to make the player really think that these characters exist, and are not just put there to make up a bit of scenery. They are real characters in real situations. Nor are they taken from *The Hobbit!*

We can see, then, how to go about giving your characters that little something extra that makes them stand out from the adventure crowd. But how do you go about thinking them up in the first place?

In this instance, Dimli was born in a conversation with a friend, who commented on a remark that something was "dimly glowing". A slight change of spelling, and the dwarf came into being. At that same moment a hundred and one relatives saw the light of day as well, such as Feebli Gloing, Bareli Glowing, and so on. Balin Hey followed shortly after Dimli, but he keeps himself in the background and we don't hear much about him. The rabbit, as I've said, was based on an acquaintance of mine, and the only decision to make was about what sort of animal he'd be. I

wanted a talking animal who couldn't pronounce the letter 'r', so it was only natural that he should be something beginning with that very letter. As I wanted people to like him I couldn't really make him a wat, so a rabbit he became. The inept wizard was there before I could think of a name for him, and it was only whilst writing something totally unconnected with adventure games that the name Strombringer came to mind. I was talking about the weather and describing someone as one of life's storm bringers, and then inspiration! Swap a few letters around, add 'the Grey' because I like Gandalf, and the character of the wizard followed on from that.

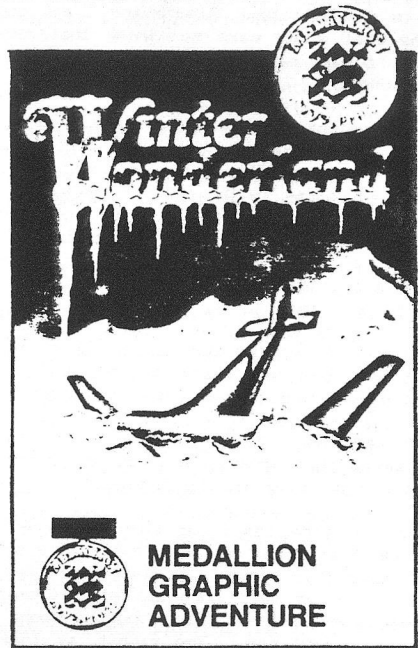
After creating the characters the adventure more or less wrote itself. Once the main story line had been thought through, problems and puzzles were devised almost exclusively on the characteristics of our three main protagonists. This meant that, happily, we weren't having to rely on other games for inspiration. In each of our adventures we're trying to push the art of adventuring, if you like, one step further every time. By having three such different characters we like to think that we've achieved it here. And the next game, slotted in after this first one and before the sequel? Well, that will have to wait for another article, because the characters in that are so different that we want to get the game finished before writing about them. When it is I'm looking forward to the ultimate compliment; somebody doing a spoof version of our game and our characters!

•••COMPETITION•••

Here is your chance to win a copy of WINTER WONDERLAND kindly donated by Ian Andrew of INCENTIVE SOFTWARE. There is a copy to be won for AMSTRAD, SPECTRUM, BBC and COMMODORE but, if you have already got a copy of this smashing adventure or you have a different computer from those mentioned, do not despair! You could always win an alternative prize of TWO FREE ISSUES OF ADVENTURE PROBE! All you have to do is to think of three lines to end a limerick in the most amusing, apt and original way. The competition is open to all readers of Adventure Probe and the winners, together with their completed limericks will be published in the July issue of Probe. Closing date for entries is 20th June 1988.

The opening lines of the limerick are;

THERE WAS ONCE AN ESKIMO CALLED
 TOOTING
WHO TRIED HIS HAND AT COMPUTING....



Send your completed limericks to Adventure Probe and don't forget to state which computer you own or if you would prefer the alternative prize. The winners will be the writers of the limericks which in the opinion of the Editor were the most apt and amusing - GOOD LUCK!

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*** ADVENTURES FOR COMMODORE AND SPECTRUM ***



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- Tape 4. Realm Of Darkness & Matchmaker.
- Tape 5. The Jade Necklace & Lifeboat.



COMMODORE 64



- Tape 1. The Hammer Of Grimmold & Lifeboat.
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(Send SAE for details of other Tartan Adventures)



A Probing Questionnaire. BY PAUL BAUNYEE

Adventure types - please indicate your preference with a tick:

- text only ...
- text with a few graphics ...
- text with all graphics ...
- other (specify)

Adventure features - please indicate how necessary you think the following features are by circling a number from 1 to 5 where '1' represents 'absolutely necessary' and '5' represents 'totally worthless':

- | | | | | | |
|---|---|---|---|---|---|
| mazes | 1 | 2 | 3 | 4 | 5 |
| character interaction | 1 | 2 | 3 | 4 | 5 |
| sudden death routines | 1 | 2 | 3 | 4 | 5 |
| completeness of vocabulary | 1 | 2 | 3 | 4 | 5 |
| complexity of parser | 1 | 2 | 3 | 4 | 5 |
| richness of plot | 1 | 2 | 3 | 4 | 5 |
| time dependant situations
(i.e. having to eat/drink after x moves) | 1 | 2 | 3 | 4 | 5 |
| RAMSAVE & RAMLOAD or similar | 1 | 2 | 3 | 4 | 5 |
| redefined character set | 1 | 2 | 3 | 4 | 5 |
| windowing techniques | 1 | 2 | 3 | 4 | 5 |
| use of icons | 1 | 2 | 3 | 4 | 5 |

Adventure scenarios - please indicate your preferred plot(s) with one or more ticks:

- science fiction ...
- detective ...
- Tolkienesque fantasy ...
- mediaeval / dark ages ...
- spoofs ...
- abstract (no particular place or time) ...
- other (specify)

Adventure charts - please list your top five adventures in both of the following categories:

Budget title/Publisher		Full price title/Publisher	
1	/.....	1	/.....
2	/.....	2	/.....
3	/.....	3	/.....
4	/.....	4	/.....
5	/.....	5	/.....

Adventure with the best... - disregarding all other facets of the adventure, please indicate which adventure you feel has the best:

- ..plot
- ..packaging
- ..parser/vocabulary
- ..text descriptions
- ..graphics

Adventure with the worst... - disregarding all other facets of the adventure, please indicate which adventure you feel has the worst:

..plot
..packaging
..parser/vocabulary
..text descriptions
..graphics

Adventure acquisitions - please indicate where you obtain your adventures from by placing values from 1 to 4 adjacent to the following categories where a '1' represents the area where you obtain the bulk of your adventures from, and a '4' indicates that you rarely, if at all, use that particular area as a source of adventures:

mail order companies ...
small 'ads' in the 'glossy' magazines ...
small 'ads' in the specialist magazines and clubs ...
'off the shelf' from high street stores ...

other (specify)

Adventure writing - please indicate which of the following utilities you use when writing adventures:

Quill ... Quill with add on utilities ... GAC ...
Genesis ... The PAW ... other (specify)
I don't write adventures ...

Open forum - in the following spaces, please detail any comments you wish to make about adventuring. For example, would you like to see Adventure Probe changed in any way or do you have any comments about the recent crop of 'bugged' adventures?

.....
.....
.....
.....

Finally, please complete the following details and pop this into the post as soon as you can:

Computer(s) used for adventuring:

Name Age Sex
Occupation
Address
.....
.....

Thank you.

PLEASE SEND YOUR COMPLETED QUESTIONNAIRE TO ADVENTURE PROBE
AS SOON AS POSSIBLE PLEASE



*** ONE DARK NIGHT... ***

An adventure by PAUL BRUNYEE for 48K Spectrum.

Speeding through unfamiliar surroundings on lonely, endless lanes and deceptive, dangerous bends, your car strikes a high verge and after a jarring impact with a series of pot holes, rolls to a halt at the start of a gravel drive. You try turning the keys again and again, but to no avail. Resigning yourself to this, you peer outside the car and see only the gravelled drive and dense foliage. Having lost your way many miles earlier, this is the first sign of habitation you have seen. Sitting somewhat cold and miserable with your companion, you discuss the possibilities of finding help at the end of the drive, wherever it may lead...

Within "One Dark Night..." you choose which of the two characters in the car you wish to play. Thus, you may play a male or female role. This decision then affects certain situations within the adventure.....

Also featured are - flexible sentence parsing, character interaction and challenging and original problems.

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DARK SIDE



by MAJOR DEVELOPMENTS



200 years on from DRILLER times, the Ketara revenge is sweet. On the Dark Side of Evaths other moon, TRICUSPID, a giant weapon- Zephyr one has been constructed, aimed to blow Evath to bits.

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Dark Side incorporates the 3D Freespace tm graphics system together with many new features. Another step into the future!

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*** RELEASE - MAY 1988 ***



★ ★ LETTERS ★ ★



My purpose in penning this letter is to ask for advice on a small problem. I am currently finishing off and de-bugging my first GAC-written adventure, with the aid of the excellent GACPAC, and would like to add a loading screen to give it that 'professional touch'. The problem is how do I DO a loading screen?

I am no great programmer but I think it involves the function screen\$. Can any 'Probe' readers help?

PAUL CARDIN, 3 Lonsdale Villas, Wallasey, Merseyside, L45 4PG.

(I am sure that at least one of our kind readers will come to your aid with the solution to your problem Paul. Best wishes for your first adventure, I hope we will be hearing more about it through the pages of Probe very soon Mandy)

=====

Thank you for printing my last letter advertising my software. I did get four letters, unfortunately they all wanted the same adventures, i.e. BOOK OF THE DEAD. Is it unavailable now as I had no problem getting it when it was first advertised? It went very much against the grain to send money back to people but all my Speccy stuff went to one person and all I am left with is the Dragon and enough adventures and games to keep even the very best going for a few years. If Mike Gerrard is reading this he will remember my stuff very well as I was the bane of his life when he was writing for Dragon User.

I have been fairly wrapped up with a database and graph program to do much in the adventure line but have finished TRINITY and Tom Frost's DOUBLE AGENT (on Spectrum). I do hope lots of people bought it as I agree wholeheartedly with your sentiments about small companies needing support.

Does anyone out there have any information on a very weird game called BREAKERS by Broderbund Software as I don't understand it? Also anyone who could supply the infotator for Infocom's SORCERER? I will swap a small dog with a sore backside!

To all readers! Dragon brought out a lot of good stuff and even though the computer is obsolete it is only a vehicle for loading adventures, in todays drought of good games give it a try. £100 is not a lot for the amount of stuff I have for sale, this includes the tape player and computer!

730 SGT. JOHN MOORE, CO Sgts Mess, RAF Wildenrath, BFPO 42.

(BOOK OF THE DEAD is still available at £7.95 from CRL John. Perhaps it was the bargain price that attracted the enquiries Mandy)

=====



Stop Press! Stop Press! Adventure Contact is still going! Tell your friends, tell your readers!

I just gave Colin Page a ring, literally seconds ago. I'd put off ringing him, but it was no use. Your letter persuaded me to pick up the phone. All you have to do is dial 0202 301796! I just did! So what's happened to Contact, then? Well... I had a good chat with Colin, as I always do, and he claims that nearly half of the next issue is ready, but there is a total lack of further material/articles etc., from the readers. Before Christmas this was always a problem - I even wrote an article to spur people on, but to no avail! Colin also claims that to inform all 200 Contact readers of a possible delay would cost too much. True, however, get this! An issue of Contact will be forthcoming, but a little thin.

Aparantly the crux of the matter lies in the difference between an adventure GAME and a UTILITY. With Probe, games are always coming out, hence lots of material. But there are only a few utilities, and only so much you can say about them and their associated adventure problems. True? When Pat Winstanley used to edit Contact, PAW and GAC were new programs and hence generated plenty of fresh comments and thoughts on how to use them. What now? Everyone knows how to use them. True... so what can he do? I don't know. What do you think?

CHRISTOPHER HESTER, 3 West Lane, Baildon, Nr. Shipley, W. Yorks, BD17 5HD

(What you say is enough to send shivers down the spine of any magazine editor Chris! Colin has all my sympathy in a very difficult situation. I hope that any Adventure Contact readers who may be reading this will take note and see if they can do something about the drastic situation before it is too late! Mandy)

=====
Just to get the record straight:

Since sending my last letter to Probe (which you so kindly included in your first issue) Nick Walkland returned my cheque with an apology explaining that he didn't edit Orcsbane anymore (so much for CRASH confusing the issue by promoting his fanzine recently!)

Anyway, I'm glad I've still got PROBE to read, and well done. Mandy - you're doing a smashing job! Yes, it's still the same basic magazine our beloved Shark created and edited so brilliantly the last couple of years, but I love the little extra touches - like the illustrated titles, and that cover by B.R.Pell with its Gormenghast atmosphere will be a hard act to follow (I'm glad mine preceeded it in Sandra's last issue) - please more magnificent Pell pictures. (Sorry about the awful alliteration!)

Bye for now and good luck from a loyal sub-SCRIBE-r.

NEIL TALBOT, 31 Chadcote Way, Catshill, Bromsgrove, BGL OJU.

(Glad you got that sorted out Neil. Thank you for your very kind words about my first issue, I'm glad you liked the little extras and the cover. I too thought it was magnificent Mandy)

Thank you for the May copy of Adventure Probe which I found to be of the usual high standard. I note that Pat's Patch on the use of GAC was missing and I trust that it will return as three people in this household are eagerly awaiting the next article.

With regard to your request for suggestions I feel that a regular Puzzle Page would be very welcome and if I had a more devious mind I would contribute to same. I don't know if any other readers experience difficulty in purchasing adventure software but if their local stockists are like mine adventures rarely appear on the shelves and as for older titles these are completely unobtainable. I therefore wonder if you or one of your readers can recommend a decent Mail Order firm with an extensive adventure catalogue for the Spectrum?

DAVE PERRY, 86 Mapleford Sweep, Basildon, Essex, SS16 4BU.

=====

I hope you are keeping well and now that your first issue of Probe has hit the doormats, that you have recovered from your bout of 'first night' nerves. Incidentally, could you please arrange for Probe to always arrive on a Saturday, because if it arrives mid-week, then it makes me late for work!

In order that I don't instigate another bout of nerves, I will start off gently. Well now, you did ask for us to write to you with our comments, didn't you? It's alright, I'm only winding you up. Issue 5 (or Mandy 1) was very good indeed. When I heard from Sandra that she was having to give up Editing Probe I was concerned that it's formulae might change but I needn't have worried, because (and this is meant as a compliment), I could not detect any change of style between Issue 5 and all the previous issues. This made me very happy as I believe Adventure Probe is the nearest thing to perfection possible in its mixture of reviews of new games, hints, maps (that is a point, no map in 5?!), Precision Corner, Objects, Bugs etc and general chattiness. Not forgetting of course, Strombrigner & Co.

I do however feel that us poor Amstrad owners are at present getting a little left out. I do not necessarily blame you or Probe for this, as I do believe that there is a genuine shortage of new releases of adventures for the Amstrad CPC. However I must make the observation that the Amstrad 'glossy mags' find enough information to fill their Adventure Pages every month, so it is there if you look hard enough. Perhaps your problem lies with your mixture of regular contributors? If the majority of your reviewers or problem solvers, all use Spectrum or Commodore computers, then it follows that most of your articles are going to be related to those machines. Unfortunately, there are a great number of adventures that are issued for the above machines that are not released on the Amstrad. This means that quite often, pages and pages of Probe are quite irrelevant to me.

Am I being biased? Yes of course I am. "Well then, you had better provide the Amstrad articles you want to read yourself", I hear you muttering. Oh if only I were that experienced, I would love to do so. I only began adventuring 6 months ago, and have so far completed just a few, MESSAGE FROM ANDROMEDA, HEROES OF KARN, JEWELLS OF BABYLON and DUNGEONS, AMETHYSTS, ALCHEMISTS AND EVERYTHING. I have however, started and got stuck in lots of others.

Which brings me nicely to my next point, in which I wholly agree with your reminder to all Probe readers, about not forgetting the BEGINNERS SECTION. This is particularly relevant to me. Some of your readers will recognise my name as I have been purchasing their

finished adventures from them. A lot of the games I have purchased are probably too advanced for me at the moment but I am storing them in a safe place until I feel qualified enough to tackle them. What I am trying to do is build up a collection of all the 'best' adventures released for the Amstrad since CLASSIC ADVENTURE and sort them into an easiest/earliest released, playing order. (I just couldn't resist DAA as I heard it would suit my warped sense of humour, and it did!) So, YES PLEASE, I would love to read hints, tips or even solutions - for these "Golden Oldies", and I am sure, so would hundreds of other NEW adventurers. I have purchased every back issue of Adventure Probe and Soothsayer that has been printed, but this still leaves many, many adventures that have never been mentioned in any depth. So please, don't just concentrate on the newest releases.

Incidentally, how many Probe adventurers are there out there who live near Welwyn Garden City? I would love to hear from you so please drop me a line. Also, any reader that has some completed adventures, Amstrad of course, especially Infocom, that they wish to dispose of, then I would appreciate it if you would drop me a line as well. Well I seem to have been Rabbiting on (sorry Pete) for ages. (When I saw that title I thought Sue Burke was back. Whatever happened to her?) So I had better finish off before I send everybody to sleep. I hope what I have written is constructive and I would like to welcome you to your new position as Editor. I sincerely hope you guide Adventure Probe from strength to strength.

However, I cannot finish off without a small criticism. (Oh look out here it comes!) Please do something about your PRINTER! In this day and age, a printer that cannot do true descenders is a pretty poor machine and spoils the otherwise very high standard of your/our magazine.

BOB ADAMS, 81 Uplands, Welwyn Garden City, Herts, AL8 7EH.

(Well Amstrad readers, can you come up with some nice contributions to keep Bob happy? I can only do it with your help. As for the print problem, Bob - consider it done! Mandy)

* * * H E L P W A N T E D * *



JOHN KENDALL-ARCHER is having problems with MURDER ON THE ATLANTIC...

"I cannot find the password which will allow me access to the forbidden parts of the ship and horror upon horrors, I have no idea how to write the small program required to make the necessary progress in order to solve the game."

If any kind reader can come to the rescue please write to John at :
1 Carol Close, Felixstowe, Suffolk. IP11 9QD.

=====

PAUL SAWYER is having some trouble with RIGEL'S REVENGE.....

"Can anyone please tell me how I can get through the bars of the window of the kitchen?"

If you know the answer to Paul's plea then please get in touch with him at:

57 Everard Street, Barry, South Glamorgan, CF6 6PX.



PAUL SAWYER has the following AMSTRAD games to sell:

- BACK TO REALITY - £1.00.
- NONTERRAQUEOUS - £1.00.

Write to Paul at 57 Everard Street, Barry, South Glamorgan. CF6 6PX.

=====

*** WANTED ***

Authentic working Enchanter's Wand. Last one stolen by upstart Adventurer. Will pay top price!

Contact:

Wizard Of Frobozz,
In Exile, Remote Corner Of The Underground Empire.
c/o THE GRUE!

=====

!!! URGENTLY REQUIRED !!!

ALLAN PHILLIPS needs a 'Slogger' Ram Board' to upgrade his 32K Electron. If anyone can help then please do get in touch.

Allan would also like to hear from anyone who has any Electron adventures for sale. Please write to him enclosing a list of titles.

Contact:

Allan L. Phillips
55 Torbay Court, Clarence Way, Camden Town, London, NW1 8RL.

=====

I do not know if you have a hint column in your magazine, but if it is a fact would you then please print our address? We are interested in helping as many adventure players as possible. We know that non of them will be interested in our magazine, while it is written in Danish, but we like corresponding with fellows about everything about adventures!

CLAUS NYGAARD, Adventure Posten, Adventure Klubben, Vestergade 25A, 4930 Maribo, Denmark.

(I know that Claus would be delighted if any of the readers dropped him a line. Claus is also printing Probes address in his magazine)



!!! ATTENTION ALL COMMODORE GAC USERS !!!



At last a program is available which loads in your datafiles, recovers wasted memory by deleting unused words, PRINTS YOUR DATAFILES TO THE PRINTER and lots more!

This excellent and invaluable program costs just £5.00. Available from

D.MACLEOD, 35 Old Evanton Rd, Dingwall, Ross-Shire, IV15 9RE

PAT'S (other) PATCH

First an apology for the absence of the 'patch' for the last couple of months. Reason being the apparent lack of response. I say 'apparent' because you all seemed to start writing in when the column didn't appear, but only one person wrote to me while the column was running. I thought there wasn't enough interest to continue so I stopped. Be warned.... it could happen again so make sure you let either Mandy or I know whether you want the series to continue, and let us know of any queries you would like dealt with.

Right, let's get down to it. The last 'patch' left you with a map and a list of objects but no way of playing a game. This time we'll have a look at the conditions needed to get and drop objects.

In an adventure the player has the freedom to type anything at all at the keyboard but only a very small proportion of the possible commands are relevant to the game. It would be impossible to allow for every possible input but we must cater at least for those commands needed to complete the game. And the most common commands are GET, DROP and EXAMINE. So for each object in the game we must have a condition which will put the object in the player's inventory, one to take it out and drop it on the floor and one to describe the object in more detail. That's three conditions for each object... fine in our game where we only have a few objects, but imagine the typing involved in a game with a hundred or more!

Initially we'll see how GET, DROP and EXAMINE are covered, then we'll look at a short way of writing the conditions to cover any object using the same line.

SET an object

IF (VERB 7 AND NOUN 3) GET 3 OKAY END

The above condition means "If the player has typed verb number 7 (ie. "get") and noun number 3 (ie. "food") then;

a) If object 3 ("some food") is not here or already carried or when added to the player's inventory would exceed the player's strength then print the appropriate message and wait for a new command.

OR

b) move the object from the room the player is in to the player's inventory and print the word "okay" to let the player know this has been done then wait for a new command.

DROP an object

IF (VERB 8 AND NOUN 4) DROP 4 OKAY END

The above condition means "If the player has typed verb number 8 (ie. "drop") and noun number 4 (ie. "knife") then;

a) If object 4 ("a knife") is not in the player's inventory then tell the player so and wait for a new command.

OR

b) Move the object from the player's inventory to the room the player is in and tell the player this has been done then wait for a new command.

For both GET and DROP the 'a' possibility is dealt with automatically... as the programmer you don't have to worry about checking the current position of the object or it's weight relative to the player's strength and other possessions. This is already built in to the GET and DROP conditional words. But for other object manipulation you will have to build in the check yourself.

EXAMINE an object

```
IF ( VERB 16 AND NOUN 5 AND AVAI 5 ) MESSAGE 5 WAIT END
```

The above condition means "If the player typed verb 16 (ie. "examine") and noun 5 (ie. "sheets") AND object 5 (ie. "some sheets") is either here in the room or carried by the player then print message 5 and wait for a new command.

There are a couple of points to mention here.

1) I mentioned previously that careful numbering can help later. In this example the object, the noun associated with the object and the message which contains a description of the object have all been given the same number.

2) When a message is printed from a condition there is no need to tell the player "okay" too. Thus the GET and DROP conditions both use the keyword "OKAY" which performs two actions - prints the word "Okay" to the screen then does a WAIT. The keyword WAIT just does a WAIT which sends the system off to look at the high conditions then waits for a new input from the player.

GENERAL CONDITIONS

So far we have looked at the method of getting, dropping and examining every object singly. The following lines will do the same thing for any object providing you have been numbering objects, nouns and messages the same for each item.

```
IF ( NO1 < 9 AND VERB 7 ) GET NO1 OKAY END
```

```
IF ( NO1 < 9 AND VERB 8 ) DROP NO1 OKAY END
```

```
IF ( NO1 < 9 AND VERB 16 AND AVAI NO1 ) MESSAGE NO1 WAIT END
```

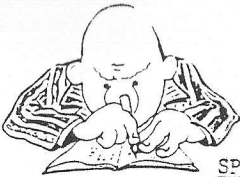
These work because GAC has a very clever feature. When the player types a word which GAC recognises from its verb or noun lists the number of that word is placed in the appropriate 'flag' (ie. VBND, NO1 or NO2). So when GAC comes across something like "GET NO1" in a condition it replaces the NO1 with the number that holds. Thus if the player typed "get coin" then GAC would treat the condition;

```
IF ( NO1 < 9 AND VERB 7 ) GET NO1 OKAY END
```

as if it read;

```
IF ( 1 < 9 AND VERB 7 ) GET 1 OKAY END
```

That's it for this month... more next time!



SPOT THE ADVENTURE TITLE - by Dave Perry

From an original idea by Adam and Neil Perry (Thank you boys!)

The Perry family have set us a challenge this month. From the cryptic clues given below can you identify the correct titles of these 14 adventures? The answers will be in next months issue.

1. I am often sacrificed and there are 16 of me!

3. I am gallant and bold, some of my kind are slaves of Mordor!

5. I am fluffy and white and one from a hundred!

7. I sail on a crest of a wave and I am a great story!

9. A bug on a mission!

11. I am out of this world!

13. Famous escapes were made from me!

2. I live in a park by a pond and I am the park keeper!

4. I am high in society but am lower than a King and my domains are roundabout!

6. I am a small bird and I smoke a pipe!

8. I wriggle in the place of my dreams!

10. I destroy enchantments!

12. I am semi-precious and gather no moss!

14. Knights live in me and I'm full of testing puzzles!

Answers to last month's Clue Matching Puzzle:-

ADVENTURE	A	B	C	D	E	F	G	H	J	K
CLUE	7	3	5	4	10	8	6	9	1	2

KINGS AND QUEENS OF THE CASTLE

DOREEN BARDON, Lendel Cottage, High St. Slingsby, York, YO6 7A. Can offer help with the following:-

Pentacle, Labours of Hercules, Curse of Sheleth, Escape, Double Agent, Karyssia Pt 3, Dragonscrypt, Amity, Madcap Manor (Text & Graphics), Ashes Of Alicicard, Moron, Loads Of Midnight, Case of the Mixed-Up Shymer, S.T.I., Crystal of Chantie, Cuddles, Duke Bluebeards Castle, Crown of Ramhotep, Energem Enigma and Return to Oz.



BUGS AND AMUSING RESPONSES



JACK THE RIPPER - Alec Mackie

You will get some amusing responses if:

After pulling the cord the first time, after the maid has left the warm water. Pull the cord again. After the maid has left for the second time pull the cord for a third time.

(Contributions are urgently needed for this section please....Mandy)

WARNING

When playing Gnome Ranger part one, please make sure that you give the crock of gold to the Leprechaun YOURSELF or you can not complete the adventure! - TONY BEVAN - MSX.

*** A DEFINITION OF ADVENTURING *** by Duncan Neithercut

1. Sleepless nights and endless days as you wrestle with personal demons (or magical demons or just magic) only to find yourself in an armchair!

2. Realising the solution after your computer has been stored away!

*** GAME HELP ***

JINXTER (Magnetic Scrolls / Rainbird) C64 by JOHN R. BARNESLEY

To find the Pelican Charm and get it outside the Baker's shop:

READ NOTICE - ASK BAKER ABOUT JOB (Limited moves now!!) - DOWN - EAST - TAKE SIEVE - OPEN SACK AND LOOK INSIDE IT - SIEVE FLOUR WITH SIEVE (Find Charm!) - EXAMINE SIEVE - EXAMINE PELICAN CHARM (Can now cast "Doofer"!)- WEST - TAKE TIN - PUT PELICAN CHARM IN TIN - OPEN OVEN - PUT TIN IN OVEN AND CLOSE OVEN (first BEFORE the Baker returns to search you - he finds nothing but be careful!) - PRESS GREEN BUTTON (To cook bread) - PRESS GREEN BUTTON (Yes, again to overcook bread!!) - OPEN OVEN - GET TIN AND CLOSE OVEN - UP - SHOW LOAF TO BAKER (He is not impressed with the burnt loaf and out you go, closely followed by the loaf!!) - TAKE BREAD - EAT BREAD (You now have the Pelican-Charm!)

=====

JACK THE RIPPER (CRL / ST BRIDES) C64 by JOHN R. BARNESLEY

To cure yourself in part two:

GET UP - OPEN CABINET - LOOK IN CABINET - TAKE BOTTLE - DRINK BRANDY!!

***** PRECISION CORNER *****

CRYSTAL OF CHANTIE - Alf Baldwin

In the windowless room, to make the room revolve play dead on the piano. When you return with the crystal, play it in reverse to change the room back i.e. PLAY DAED.

=====

PLAY IT AGAIN SAM - Alf Baldwin

To leave Silvia's apartment, you must CLOSE HANDBAG then UNBOLT WINDOW.
When tied to the chair in the Casablanca Club, CUT BONDS BLADE to free yourself.
In Gloria's apartment, after she has given you her car keys and telephone number, you must SAY GOODBYE, to leave the apartment.
Outside the Bank, you must SWITCH LIGHTS ON, before you can follow the gang's car.
In the warehouse, you must CAREFULLY CLIMB STAIRS, LISTEN then QUIETLY CLIMB STAIRS

(Contributions are urgently needed for this section please....Mandy)

***** OBJECTS AND THEIR USES *****

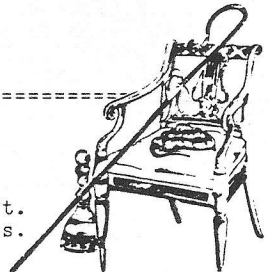
MURDER - Allan Shortland

- 50p COIN - To buy chocolate
- CHOCOLATE - Eat it to stop dying of starvation
- GLOVES - To avoid being burned by the bonfire
- VIDEO CASSETTE - To see the murderer getting up to a bit of hanky Panky
- KEY - To unlock the door at the top of the stairs
- MATCH - To light the candle "Blow Out" to stop it burning your fingers
- CANDLE - To find the body in the cellar
- VCR - To use to watch the video cassette

=====

DRAGON OF NOTACRE - Allan Shortland

- MATCHES - To light the straw in the hayloft.
- LANTERN - To be able to see in the caves.



(Contributions are also needed for this section pleaseMandy)

*** HELPFUL HINTS ***

JACK THE RIPPER - B.R.Pell (Spectrum Plus 3)

PART ONE

Behead the French doll to find a key!
Look behind the painting for the safe.
In the street when you see the woman getting shot, block the bullet.

PART TWO

Go northeast. At the door ask, Does Rendelwise lie?

PART THREE

Climb the pillar to get the key.
Examine the arch.
With the key, enter arch.
In the garden is a pedestal to the east, move the statue and you find a niche, inside this is an egg. Close the egg and put it on the pedestal - something interesting should appear!

=====

CRYSTAL OF CHANTIE - Alf Baldwin (Spectrum)

Read the book in the library to become a match for the Count in swordsmanship. Take the book with you and put it on the plinth, before taking the crystal.

In the Potion Room, the tin contains a sleeping potion. Put the tin in the underground pool to send the scaly beast to sleep. The serum in the vat is plant food. Fill bottle with it (after drinking the wine), and put it on the plants to make them grow up the wall, so that you can climb up them.

=====

CIRCUS - R.H.Rainbird (Atari 800XL)

Steel tightrope will make a new cable for the generator.
Keep the tiger at bay the way they do it in the circus ring.
Metal bar will help you open the maintenance wagon and locker inside.
Petrol may be syphoned from generator with the aid of the snorkel.
A hole cut into the rooftop will provide a means of quick escape.

=====

JADE NECKALCE - Jackie Holt (Spectrum)

You have to win at roulette, then tip the croupier.
Show the barman a twenty.
Don't open the package until you've left the Dive.
Don't give the orderly your matches.

=====

GOLDEN APPLE - Jackie Holt (Spectrum)

Smell the flowers.
To find the brooch, examine a painting.

*** GETTING YOU STARTED ***

WOLFGANG PART 1 (CRL) BY JOHN R. BARNESLEY - COMMODORE 64

LOOK MIRROR - WASH FACE - WASH HANDS - REMOVE DOUBLET - BURN DOUBLET
- EXAMINE CHEST - OPEN DRAWER - GET TUNIC - WEAR TUNIC - E - N - W -
EXAMINE TRUNK - OPEN TRUNK - EXAMINE LID - GET KEY - E - S - S - E -
EXAMINE CHAPEL - REMOVE BOARD - OPEN TRAPDOOR - D - EXAMINE CRYPT -
EXAMINE CASE - INSERT KEY - PUSH KEY - REMOVE KEY - GET BOOK - READ
BOOK - U - N - N - N - (You travel for a few days and end up under a
bridge....)

=====

DOUBLE AGENT (Tartan Software) by John R. Barnesley - Commodore 64

(Computer access code + Red Yellow and Blue Code Numbers after each
time the game is loaded!)

Agent 2 (Outside building) - N

Agent 1 (Black Barren Land) - W

Agent 2 (Wide Corridor) - E

Agent 1 (Black Barren Land) - S

Agent 2 (Dark Room) - FEEL (Find a cord) - PULL CORD - (Light comes
on - see a key - "Get it?") - YES - W

Agent 1 (Black Barren Land) - W

Agent 2 (White Corridor) - N

Agent 1 (Black Barren Land) - W

Agent 2 (Near End Of Corridor) - W

Agent 1 (Outside Building) - S

Agent 2 (Strongroom) - UNLOCK SAFE - (See "Door opening device" -
"Get it?") - YES - E

=====

BREAKERS (Broderbund) by John R. Barnesley - Commodore 64

(After inserting word from game book)

NO - OPEN TRAPDOOR - D - GET BALL - N - U - OPEN HATCH - U - GET
MAGAZINE - S - BEEK, "TELL ME A RIDDLE" - TIME - BEEK, "TELL ME ANOTHER
RIDDLE" - BLOOD

PRIDE OF THE FEDERATION by John R. Barnsley - Spectrum

INVENTORY - D - N - EXAM POTS - GET PACKET - EXAM PACKET - W - N - N
- E - EXAM DROID - LOOK IN DROID - GET ALL IN DROID - W - N - W - N -
W - W - FILL BOTTLE - DRINK WATER - FILL BOTTLE - W - DROP PACKET IN
TANK - OIL LEVER - TURN LEVER WITH SPANNER - DROP CAN - DROP SPANNER
- GET ROPE - E - E - E - SAY "REPELLENT SHOWER" - S - S - EXAM CONTROL
BOX - PUSH BUTTON - 4 - S - S - W - W - N - TIE ROPE TO STAKE - GET
SPADE - S - E - N - OPEN DOOR WITH SPADE - DROP SPADE - S - S - EXAM
JACKO - GET GUN - EXAM GUN - N - N - E - E - N - N - PUT GUT IN
SOCKET - (Now fully charged!).

=====

TIME SEARCH (Duckworth) by John R. Barnsley - Commodore 64

N - UP - GET MAP - READ MAP - D - N - PUT COIN - W - E - GET SUGAR
CUBE - W - D - N - W - N - E - GET STICK - E - E - GET HAVERSACK - W
- N - BUY TANKARD - W - S - W - W - N - N - W - DRINK TANKARD - GET
BLACK CURRANTS - E - S - W - N - WAVE STICK - GET AXE - (Keep this
axe with you and "THROW AXE" to get rid of Evil Groark!!) - CUT
THICKET - N - E - GET FLY - W - N - W - GET NAILS.

=====

HARVESTING MOON (Eighth Day) by John R. Barnsley - Spectrum

EXAM CLOAK - N - GET SKIN - E - DROP SKIN - U - GET HAT - WEAR HAT -
D - SW - D - GET COIN - PULL COIN - PULL COIN - PULL COIN - (You now
have it!) - U - N - BUY TICKET - W - U - WEST - OPEN GREEN DOOR -
TURN ON LIGHT - D - E - GET BONES - (Light goes out!) - W - U - E - E
- D - SE - E - E - N - N - DROP BONES - GET DOLLY - S - S - S - E -
SEARCH LITTER BIN - GET BOTTLE - BANG COACH - BANG COACH - BANG COACH
- SW - PRESS BUTTON - GET SANDALS - LEAVE - W - W - W - NW - U - W -
OPEN BLUE DOOR - S - EXAM PANEL - PUSH GREEN BUTTON - N - OPEN RED
DOOR

=====

SHARD OF INOVAR by Graham Wheeler played on Amstrad

GET SHARD - INVOKE RITUAL OF DECAIRN - WEST - EXAMINE BOULDER - USE
VIAL - EXAMINE TREE - EXAMINE HOLE - GIVE SHARD (Who to?) - HOLE -
NORTH - GET STATUE OF VULCAT - GET SHARD - NORTH - NORTH - PLACE
STATUE OF VULCAT (Where?) - APETURE - GET STATUE OF VULCAT - NORTH -
GET RYXBLADE - PLACE STATUE (Where?) - FONT - GET AMULET - SOUTH -
SOUTH - GIVE RYXBLADE (Who to?) - LARYX - SOUTH - SOUTH - WEST -
MOUNT LARYX - END OF PART ONE.

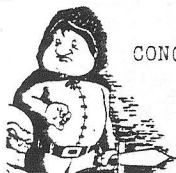
FUDDO AND SLAM - by Allan L. Phillips

PART TWO

NORTH, EAST to near Chateau Wrathful, NORTE into chateau, carpet here and stairs leading up, LIFT CARPET you find a trapdoor, OPEN TRAPDOOR don't go down if you have no ladder or you won't get back up again! DOWN in cellar, a pile of cassettes are here, MOVE CASSETTES to find a sack, GET SACK, it could be useful but it is empty. CLIMB LADDER (see what I mean?!), DROP LADDER, CLOSE TRAPDOOR, UP stairs, you are now at the top with doors leading east and west, EAST to Eds room, a bottle of Dragon Poison is here but no good so just stop and think awhile, SMOKE PIPE. You fill the pipe, light the match then sit and smoke. Then you tap the pipe on your red boots. WEST, WEST to Ekim Drarreg's Office, if you examine the waste basket Ekim comes in and reads a letter from John Wilson (Who's he eh?) Who's send a solution to a game before it's been written, also, if you read letters you are told that's naughty There is also a nude calendar here. TURN PAGE (Miss April), TURN PAGE (Miss May), TURN PAGE (Miss June), TURN PAGE and it's Miss July. It is Tzer wearing just a smile, TEAR PICTURE, EAST, DOWN, SOUTH, WEST, WEST, WEST, WEST, WEST, NORTH to the garden. Now for the hedge. CALL SLAM (back comes dopey), TALK TO SLAM, GO TUNNEL. He charges through cobwebs and out the other side. Now you, GO TUNNEL to the other side of the hedge.

East, North or South takes you to the next location so, NORTH to the Black Trees, here are some leaves and twigs, GET TWIGS, if you try this a second time a worm comes out and you jump back. MAKE TORCH (with twigs and string), Northwards the trees push you back to the Near The Highway location so, WEST, WEST, WEST, WEST, WEST, SOUTH, WEST to On Main Street near Crush Tower. There is a Dragon here. Don't go south as the road is up. CALL SLAM, TALK TO SLAM, ANNOY DRAGON. Slam tells him a joke about a dragon, a rubber pipe and a Princess. The Dragon belches a stream of fire at both of you and you duck but as the torch is poking out of the backpack, it catches alight and you quickly pull it out of the backpack before it burns. GIVE SWORD TO DRAGON and he will thank you as this was the sword that killed his Grandfather then he flies off. Now you can get into Crush Tower - but not yet! NORTH, NORTH, EAST, EAST, EAST, NORTH, you are back in the garden. GO TUNNEL, EAST, EAST, NORTH, WEST, SOUTH, UP, SOUTH, WEST, NORTH now you are in an icy cave, your torch melts the ice and goes poor! You drop the soggy twigs but dropped from the ice is a lodestone, this can act as a compass so, GET LODESTONE, UNTIE STRING (from the soggy torch), TIE STRING, this makes a compass with the lodestone. SOUTH, SOUTH, SOUTH, (highway) EAST, EAST, EAST, EAST, SOUTH. You are now in the desert - no exits. Oh well, FILL SACK/GET SAND using the spade you fill the sack, USE COMPASS. You go north and end up at Trail Of Hanging Branches location, WEST, WEST, WEST, WEST, WEST, WEST, SOUTH, WEST to outside Crush Tower, EAST and you are now inside, there are exits north and down but don't worry about the down location. NORTH, NORTH, NORTH and you are at the north end of corridor, there is a pedestal here and some writing saying 'Indie Jones Waz Ere' - a clue methinks aha! EXAMINE PEDESTAL, you can now see the fabled Crush No 1 issue now. SWAP CRUSH and you swap it for

the sack, the middle of the pedestal moves but nothing happens - right, wipe the sweat off and SOUTH, SOUTH, SOUTH, WEST, NORTH, EAST, EAST to a dark alley, SOUTH and you are now inside the Laughing Bear where the armies are getting drunk, also Trolls here who see you and search your backpack for their nicked spade which Bulbo took (see Bulbo and the Lizard Kine if you don't know). They find and take the spade. NORTH, WEST, WEST, NORTH, EAST, NORTH (Icy Waste), UP, NORTH, DOWN, NORTH, NORTH to by Timmy's House, EAST. Timmy see's The Crush No 1 issue and the picture of Tser, then he gives you the ring Bulbo lost saying "Tell the Old Duffer not to be so careless next time." You now set out for the burrow. EAST at the garden, there is a closed window here and lot's of dust. OPEN WINDOW and as you open it an icy wind blows all the dust away. In the corner is Bulbo - not moving at all. GIVE RING and his hand starts moving then he takes the ring, puts it on and then vanishes. CALL BULBO. He returns "Sorry about that", says Bulbo, removing the ring, "I got quite carried away for a moment. Come on, let's go down to the Laughing Bear for a celebration drink." So saying he puts his arm around Fuddo's shoulders and guides him through the door.



CONGRATULATIONS, FUDDO HAS COMPLETED HIS TASK!



THE END. SCORE 235/235.

THE LURKING HORROR - INFOCOM

Played on Commodore 64 - Mandy.

PART ONE

You start the adventure in the Terminal Room where you see a PC and a Hacker. EXAMINE HACKER shows that he has a bunch of keys but you need a particular key. So HACKER, TELL ME ABOUT KEYS will give you the information that he has a Master Key which will open every door in the complex. HACKER, GIVE MASTER KEY TO ME brings you the reply that, you haven't done much for him lately so why should he give the master key to you. Now you know that you can do him a favour. Go SOUTH and WEST into the kitchen. OPEN FRIDGE, TAKE COKE, TAKE CARTON, obviously the hacker isn't going to like cold food in the middle of winter so this is where the microwave comes in.

OPEN CARTON, reveals some cold Chinese food. OPEN MICROWAVE, PUT CARTON IN MICROWAVE, CLOSE MICROWAVE, EXAMINE MICROWAVE, EXAMINE CONTROLS, PRESS HIGH, SET TIMER TO 10:00, LOOK INSIDE MICROWAVE, EXAMINE CHINESE FOOD, (cold Szechuan shrimp), PRESS START, (timer reads 9:00) EXAMINE CHINESE FOOD, (lukewarm Szechuan shrimp. timer reads 8:00) EXAMINE CHINESE FOOD (warm Szechuan shrimp. Timer read 7:00) EXAMINE CHINESE FOOD, (Hot Szechuan shrimp. Timer reads 6:00) PRESS STOP, OPEN MICROWAVE, TAKE CARTON, EAST, NORTH, GIVE CHINESE FOOD TO HACKER.

The Hacker is delighted with the food and as soon as he has eaten he will say "Now, what was it you were wanting?" HACKER, GIVE MASTER KEY TO ME. (he hands it over). Now is the time to tackle the PC. SIT ON CHAIR, TURN ON PC, TYPE 872325412, TYPE UHLERSOTH, EDIT

CLASSICS PAPER, CHOOSE RED YAK EDITOR, READ SCREEN, PRESS MORE, READ SCREEN, TURN OFF PC, (you can't) TURN OFF PC, (You find yourself sucked into the computer and arrive in...

The Place. There isn't much you can do here except, DOWN, EXAMINE PLATFORM (you will now be taken to the platform), TAKE STONE, EXAMINE CREATURE (Now, after a few screens of text you find yourself back at your PC). You now need a bit of help in debugging your program and getting a little more useful information in the process.

HACKER, HELP (he will wander over to see what is going on) WAIT (Until the hacker completes the debugging etc and wanders back to his own terminal.) SOUTH, PRESS DOWN ARROW, WAIT (until the elevator arrives and the doors open), SOUTH, OPEN ACCESS PANEL, TAKE FLASHLIGHT, PRESS B BUTTON, WAIT (until the elevator arrives at the basement and the doors open.) NORTH, EAST, TAKE GLOVES, WEAR GLOVES, TAKE CROWBAR, WEST, WEST, (Ignore the forklift for now), WEST, UP, SOUTH (You should find an Urchin slouching nearby hereabouts. If not, don't worry about him because he will keep popping up here and there until you need him. Note: the Urchin is a bit light fingered so be careful where you drop objects. He rarely enters dark locations so find a dark location in which to store your objects. URCHIN, TELL ME ABOUT STUDENTS. URCHIN, TELL ME ABOUT KIDS. (This is about all the conversation you can get out of the urchin so ignore him now until later.) TAKE CONTAINER (of floor wax), OPEN IT. EAST.

You must make your way down the Infinite Corridor until you come to the glass fronted emergency cabinet. The Maintenance man is not going to let you pass him so you must keep waiting as you proceed eastwards until he moves further along with his floor polisher. When you have reached the glass fronted emergency cabinet proceed as follows:

BREAK GLASS, LOOK INSIDE CABINET, TAKE AXE, WEST, POUR LIQUID ON FLOOR, CHOP POWER CORD WITH AXE, WAIT (and keep waiting until the Maintenance man flounders on the wax and explodes into a hundred little creatures.)

UP (To the great dome), CLIMB UP ROPE, DROP ALL, TAKE LADDER, LOWER LADDER, TAKE ALL, PUT ALL IN CONTAINER, WEAR GLOVES, OPEN DOOR, OUT, UP, (You are now out on the very top of the dome), TAKE PLUG, TAKE PAPER, READ PAPER (Suicide note), DOWN, IN, CLOSE DOOR, DOWN, DOWN, EAST, EAST, NORTH (fruit and nuts), DOWN, SOUTHEAST, WEAR BOOTS, UP, UP, READ SIGN, UNLOCK DOOR WITH MASTER KEY, OPEN DOOR, OUT, (Timing is crucial here so I suggest you save your position just in case), UP, (something smashes into the dome behind you), DOWN, EXAMINE SHAPE, (the creature should now pounce and be right next to you on the parapet), THROW STONE OFF ROOF, (The creature follows it and is seen no more!), UP, EXAMINE PEACH TREE, DIG IN EARTH, EXAMINE HAND, TAKE HAND, EXAMINE TATTOO, DOWN, IN, DOWN, OUT (to small courtyard where the stone dropped!!) TAKE STONE, IN, DOWN, NORTHWEST, UP, SOUTH, WEST, WEST, WEST, WEST, NORTH, DOWN, EAST (to where you find the forklift.)

To be continued

by Jennifer L. Wheeler

PART ONE

Well, you see, it all happened like this. I was fast asleep in my bunk on the Starcross when the mass detector bell started ringing. I thought it was probably just another false alarm, the system was due for an overhaul when I returned to Ceres but I thought I'd better check it out anyway.

I got out of my bunk and taking the tape library went east onto the bridge. After pressing the red button to turn off the alarm I read the screen to find out which mass the detector was interested in. Then I found its location on my black and white mass detector output chart, obtained by pressing the blue button. On this occasion it was mass UM91. The first thing to do was programme the computer with the correct co-ordinates to get there. First, the range, that's how far out from the centre of the star chart the mass is, so for mass UM91 I said, Computer, range is 50. Then there's the theta co-ordinate, that's how far round on the chart the mass is, i.e. which spoke of the "wheel" it's on, it goes round in 15 degree segments. So I said Computer, theta is 15. Then, last was the phi value, that's printed in brackets under the mass number on the chart. So I said Computer, Phi is 121. Then that was it, all ready. I sat on the couch and fastened the belt then said Computer, confirmed and then I was off.

I waited for a long while until eventually there it was, a 5KM long artifact with a crystal dome on one end. I waited a while longer as different coloured domes swung by below me, then it happened! A huge metal tentacle sped out from the ship below and wrapped around the hull of Starcross and started dragging me towards the red dome where three more tentacles reached out to grasp my ship and clutch it tight against the artifact. I was feeling disoriented but I unfastened the belt and stood up. There was no way my ship could extricate itself from those tentacles, I would have to try and board the alien vessel to look for another means of escape. I went east into the storage closet, took the suit and safety line then went back onto the bridge. I opened the inner door, went aft then closed the inner door. My heart was pounding, I had no weapons, what would I find out there? Would I live long enough to ever know?

I opened the outer door and went out into the Red Dock. A quick examination of the bumps revealed a depiction of our Solar system. I pressed the fourth 'bump' (Earth) and one tiny column rose up on the map, after pressing that too the sculpture map flattened out except for one black crystal rod, which I took. Upon doing so the airlock door opened slowly! Very cautiously I went up into the red airlock and closed the outer door. After taking off the suit I found the air was OK so I opened the inner door and went up into the Red Hall. A mixture of relief and disappointment rushed through me, I could see nobody around. It looked deserted. I closed the inner door and started my exploration by walking north through an area of poor plant growth. I wandered west then north and east and in a cage I found some tiny rat-like creatures - some were armed! They had a mud nest and on top of it was a crystal rod the same shape as my black one but this one was red. Intuition told me that there was some significance to obtaining these crystals so I threw my tape library at the nest then quickly took the rod and the library and got out of there fast. I went west then south then west, south again and found I was above the Blue docking area. After going through the airlock doors in the usual way I found myself down in the Blue Dock.

TO BE CONTINUED.....

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PLEASE ONLY RING AT THE TIMES SHOWN

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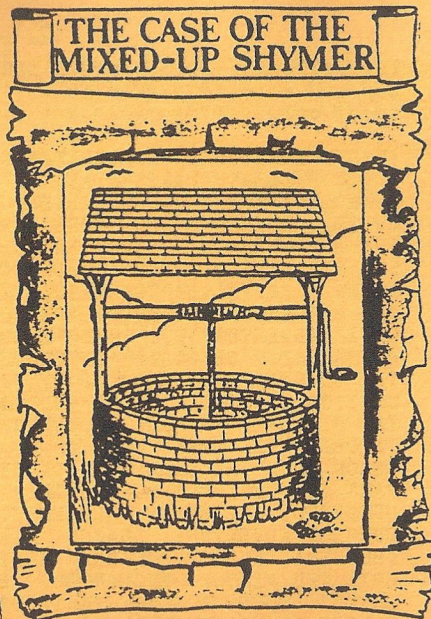
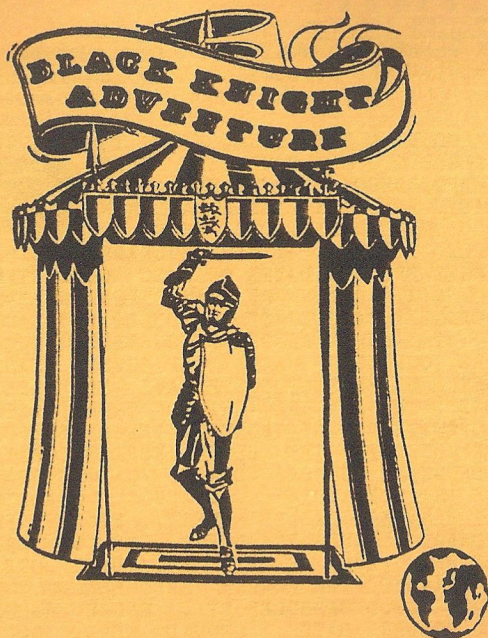
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